

JIHAD is an amateur publication for the refereeing of postal Diplomacy(tm) games and other conflict simulations.

#6

Published monthly by Glenn Overby, 23096 Tawas, Hazel Park, MI 48030. JIHAD subscriptions are available from the publisher at an annual rate of \$6.00 (12 issues).

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Rod - Inside is the NAVB's copy of North America : 2020, another new variant (probably no classification) for your files.

Did you receive my order from last month?
If not, please let me know —

Thanks,

Glenn

Opening Guns

North America 2020 is here, as promised. The center 8 pages contain the rules and map for this variant in a format where they can be "pulled out" of the zine, together with JIHAD's new houserules for Diplomacy.

Speaking of houserules - pages 8 and 9 contain new houserules which will apply to ALL games presently running in JIHAD. I welcome comments on these rules from all interested parties - it seems that a great deal of controversy is arising in the hobby over houserules, GM decisions, and the like. I'd rather have such things "fought out" in hypothetical situations now, before there's a game at stake.

I welcome the three foolhardy admirals in our midst to the Wooden Ships and Iron Men challenge, and the players in Diplomacy 8001 a.k.a. 1980 IF to our pages as well.

Finally, and most importantly, thanks to all those who sub or trade for this zine - for regardless of how long you've been with JIHAD, this zine is the product of all involved, whether player, GM, reader, or publisher.

Here we go again...

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1980 IF

DEUTSCHLAND UNTER ALLES!

Spring, 1901

Austria (Larry Boudon): f tri-ALB; a bud-SER; a vie-BUD.

England (Dennis Denfeld): f edi-NWG; f lon-NTH; a lpl-EDI.

France (Alan Dickinson): a par-BUR; a mar-SPA; f bre-MID.

Germany (Jack Brawner): N.M.R. a BER, a MUN, f KLE all hold.

Italy (John Daly): a ven-TYO; a rom-VEN; f nap-ION.

Russia (Roy Henricks): f stp(sc)-BOT; a mos-WAR; a war-PRU; f sev-RUM.

Turkey (Al Pearson): a con-BUL; a smy-CON; f ank-BLA.

Will Keith Mercer, R.D. #6, Mercer, PA 16137 please submit standby orders for Germany?

Alan Dickinson's new address is Room 205 Vandenberg, 625 Oxford Road, Ann Arbor, MI 48108.

Deadline for Fall 1901 orders is 10:30 p.m. EST on Monday, October 22, 1980. Press follows.

Vienna - The Hapsburgs have expressed their apologies for starting the war in the hopes that there will be no hard feelings on the part of anyone - save for Serbia which will be dealt with accordingly.

Ankara - Sultan Al-Said announced today the Turkish Empire wishes to quarrel with no nation, but Turkey's interests will not be subverted due to the nationalistic fervor running rampant in the other powers. Al-Said concluded, "Give us what is rightfully ours, and you all can divide up the rest." Al-Said is obviously from southern Turkey.

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Notice to Lady Diplomats

Hear ye, hear ye, aspiring stabbers of the feminine gender!

Mr. Roy M.C.P. Henricks of 128 Deerfield Drive, Pittsburgh, PA 15235 has announced a Distaff Diplomacy opening in his zine Envoy. The game is regular 7-player Dip open only to female players. He's not charging any gamefee, either - although those who don't get Envoy at present need to sub at 12/\$7.50.

I understand that three openings are still left...but don't take any chances if you're interested. Sign up today.

(By the way, the field for this unique game looks to be pretty good...but who am I to say?)

Game Openings are available in the following:

CRYPTO-DIPLOMACY #8001 - Six players. Agee and Osborne are registered.

This is a limited-intelligence Diplomacy variant centered around orders published in seven secret codes - one for each country - and other features which tie into the design to make codebreaking a harder exercise than one might think...

DIPLOMACY #8002 - Seven players. Osborne is registered.

September was a slow month for regular Dip, apparently.

KINGMAKER #8001 - Five players. Osmanson, Pearson, Osborne and Mooney are registered.

Just one more to go here...

MACHIAVELLI #8001 - Six players. Boudon, Osmanson, DelGrande, and Scott are registered.

1513 scenario...Advanced Game with many options.

MERCATOR #8001 - Thirteen players. Mercer, Johnson, Osborne, and DelGrande are registered.

Yep, that's right...the classic global Dip variant. Great Powers include Argentina, Brazil, China, India, Japan, and USA in addition to the normal seven. Gamefee for this is \$3.00, including rules and maps.

A MIGHTY FORTRESS #8001 - Six players. Swider, Osmanson, Higgins, Swartz, and Osborne are registered.

Only one more needed here as well...

NORTH AMERICA: 2020 #8001 - Seven players. Bates, Osborne, and Swartz are registered.

Pages 5, 6, 11, and 12 of this issue are the rules for this variant. The map is on pages 7 and 10.

I'm pleased to see that three people registered for a game that hadn't been published yet...here's hoping that I've exceeded your expectations.

Section 1 of this game will include periodic publication of maps so readers of JIHAD can follow the action. I will open up to three sections (see my optimism showing through) if demand warrants.

Warning: Playtesting indicates that USA may not be as strong as her 10 centers might indicate...

IMPERIUM ROMANUM - tentative offering - Four players.

This game, if it runs at all, will not start before February. A p.b.m. system for this still needs to be worked out, and I'm a little concerned about the time involved in adjudicating this one. If you're interested, let me know - but send no money until I request same.

Gamefees for all games are \$2.00 plus sub - unless otherwise indicated. Always submit a preference list with your entry.

Standbys are needed for all games except Kingmaker - let me know if you're interested. No gamefee is ever charged to standbys.

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PLAQUE TIMES - is the title of a new zine to be published by Marion Bates, PO Box 381, Kalkaska, MI 49646. His first issue should be out around October 15th - copies of issue #1 are available from Marion for a 15¢ stamp. Plans to run regular Dip and other pbm multis (possibly including Dune and/or A Mighty Fortress)...

JIHAD #6

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October, 1980

1978 FK

GOODBYE, BRITTANIA

Fall, 1906

Royal Navy Scuttled...Turkish Holdouts Massacred

Summer 1906...German a bel retreats to hol.

Austria (Ron Kelly): a BUD s a ser-tri; f GRE s Russian f eas-ion; a ser-TRI.

England (Dan Palter): f HEL-bel (impossible); f den*nth.

France (Gerald Carne): f wal-LON; f ENG s f wal-lon; f NWG c a edi-nwy; a EDI-nwy; f BEL s English f hel-hol (not so ordered); a PIC s f bel; a BUR s Italian a tyo-mun.

Germany (Alan Dickinson): a HOL-edi; f NTH c a hol-edi.

Italy (Arturo Guajardo): a tri*s a vie; a tyo-MUN; a vie*s a tri; f ADR s f ion; f ION holds; f NAP s f ion.

Russia (Eric Verheiden): a stp-NWI; f BAR s a stp-nwy; a swe-DEN; f SKA s a swe-den; f BAL s a swe-den; a boh-VIE; a mun*tyo; a GAL s a boh-vie; a sil-BOH; a ber-KIE; f EAS-ion; a rum-BUL; f AEG s f eas-ion.

Supply Center Chart

Austria bud gre ser tri (4) build 1

England ~~X/D~~ (0) OUT

France bre mar par spa por lpl edi lon bel (9) build 2

Germany hol ~~X/D~~ (1) remove 1

Italy rom nap ven tun ~~X/D~~ ~~X/D~~ mun (5) remove 1

Russia stp mos war sev rum ank con ~~X/D~~ swe smy nwy kie ber den vie bul (15) build 2

Turkey ~~X/D~~ (0) previously OUT - see JIHAD #4.

ENGLISH f den is annihilated. ITALIAN a vie must retreat to tyo or otb; a tri must retreat to tyo, ven, alb or otb. RUSSIAN a mun must retreat to ruh, ber, sil, or otb.

Dan Palter (England) has now been eliminated. Thanks for seeing your standby through to the bitter end...

Deadline for Winter 1906/Spring 1907 orders is 10:30 p.m. ESI on Monday, October 22, 1980. Press follows.

Helgoland to Paris - I hear master and obey.

St. Petersburg to Rome - The ideal stalemate line is in your own back yard, namely Sardinia! As an unnamed island, not only can no one find it on the map, but it is impossible to attack.

Paris to Budapest - How long do you think the bear will dance with you before taking your head off?

Roma - General Giovanni "Chicken" Cacciatori has just returned to the Eternal City from a diplomatic mission to Paris. While in Paris, the famed Liberator of Vienna stirred the French Assembly into a nationalistic fervor unequalled since the time of the French Revolution. Amid cries of "Vive le France" and "Death to the Russians", Cacciatori accepted the French Legion of Merit and signed volunteers to fight alongside Italian regulars in central Europe.

The French government extended an official invitation to Italy to join a Pan-European organization. Cacciatori graciously accepted, but brazenly suggested that such an organization serve as a foundation to save Europe from Imperial Russia's relentless advance against civilized Europe. The good general then suggested that this Pan-European organization be called FIASCOES - Franco-Italians Against Slavic Corruption Of European Society.

Meanwhile, Field Marshal Cesare Snafulio has received disturbing
(continued on page 15)

WS & IM ChallengePre-Set-Up

Note to all Participants: The information contained here supersedes any conflicting information in last month's insert.

Scenario: Napoleonic Period DYO

Rules: Basic Game PLUS rules listed below -

Advanced	V. A,B,D (Full Sails, Packing Sails, Turning)
	VIII. B,C,D (Ammo Types, Sink/Explode, Rake)
Optional	VIII Loss of Rigging, IX Blocked Wind
Special	*Doubleshot has a 2 hex range. *DOUBLE the no. of guns firing when checking the table modifier for ammo types.

Victory Conditions: Standard two-player.

Participants: Roy Henricks (British) vs. Steve Heinowski and John Caruso (French).

BRITISH set-up: 300 points, set up anywhere on the "single letter" board.

FRENCH set-up: 150 points for each player, set up anywhere on the "double letter" board.

Wind direction: 4 (will not change)

Sequence of Play: Boarding Prep - Combat - Melee - Reload - Full Sail - Unfouling - Movement - Grappling/Ungrappling.
Conditionals based on events occurring in prior phases are OK.

I think this scenario will be better balanced than the one proposed earlier - although I like the quasi-historical flavor of the first one, a quick playtest convinced me that it wasn't balanced.

Have fun.

Deadline for set-up orders is 10:30 p.m. EST on Saturday, October 25, 1980. This IS earlier than the Dippy deadline.

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So You Think You Have Something To Say?

Say it in JIHAD - and pick up sub credits or game entries FREE.

JIHAD is now accepting - and encouraging - articles from outside authors on game-related topics.

I'm particularly interested in well-written game reviews, articles on strategy and tactics in games found in JIHAD, and "hobby news" items (excluding personal vendettas) of general interest.

If I use your article, I'll credit your account for \$2.00 (filler items of less than $\frac{1}{2}$ page excepted) which may go toward gamefees or a sub extension at your discretion.

I will return unused material only if you enclose a stamped, self-addressed envelope with your submission.

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Journalism Awards

Nominations are still being sought for the 1981 JIHAD Journalism Awards. These awards will honor the best (and worst) press releases of 1980, both from JIHAD and from any and all other gamezines.

If you have a personal favorite or favorites, by all means send them in to me before January 10, 1981. A panel of hobbyists will select nominees for each category, and JIHAD readers will select the winners on the ballot published in JIHAD #10.

Thanks in advance for your help...this will be YOUR contest, too!

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SPI's Dallas role-playing game is out!?! My comments next month...

More on Pronouncing Zine

Predictably, my discourse last month on the "proper" pronunciation of the all too common word zine was not the last word on this topic. I received an equally well-written discourse with a different position just a week after JIHAD #5 came out.

Fred Davis, variant designer par excellence and publisher of the gamezine Bushwacker, is the author of what follows:

"All the Old Timers will tell you that the word zine is a derivative from magazine, via the S.F. term fanzine. Hence, gamezine, genzine, etc., all from the same root. Therefore, the correct pronunciation is "zine, as in magazine," with no need to refer to "lean." In Great Britain, they still insist that the the correct spelling is 'zine. (They also still insist that phone should be spelled "'phone"). However, in the United States, most authorities say that the apostrophe is no longer needed. It is considered quite old-fashioned here. The elimination of the apostrophe should not change the pronunciation."

(Win a few, lose a few. Actually, I agree with Fred in his last sentence...it makes no sense to change the pronunciation because of the ' or lack thereof. As to which pronunciation to use - I generally find myself saying "zeen", but have no trouble comprehending those who say it differently. The point seems moot at times, but the discussion is 99% of the fun in this case.)

Leeder Zine Poll and GM Poll

The annual numbers are out...and the cheering or gnashing of teeth is underway.

John Leeder has announced the results of his annual survey of North American zines and GMs in Runestone #298. I have reproduced the top 15 in each category below for your enlightenment...

(Ratings are based on a maximum 10 points possible.)

<u>RANK</u>	<u>ZINE</u>	<u>GM</u>
1	Fol Si Fie 8.00	Don Ditter 9.67 tied
2	*Volkerwanderung 7.86 tied	*Eric Verheiden 9.67 tied
3	The National 7.86 tied	Doug Beyerlein 9.33
4	Diplomacy World 7.66	*John Daly 9.14 tied
5	Emhain Macha 7.50 tied	*Steve Heinowski 9.14 tied
6	Politician 7.50 tied	*Bob Sergeant 9.11
7	Why Me? 7.43	Bob Osuch 9.00
8	Brutus Bulletin 7.41	Lee Kendter, Sr. 8.88
9	The Dragon and the Lamb 7.33	John Leeder 8.78
10	The Voice of Doom 7.23	*Roy Henricks 8.75
11	Everything 7.21	John Michalski 8.69
12	Cheesecake 7.19	Robert Sacks 8.67
13	Diplomacy Digest 7.16	*Fred Davis 8.60
14	Murd'ring Ministers 7.05	*Bob Arnett 8.55
15	*St. George and the Dragon 6.91	Andy Lischett 8.38

Congratulations to the seven JIHAD subbers/traders who made the top 15 in one or both categories...well done!

(As an aside - JIHAD was given a 7.00 rating, but didn't receive enough votes to make the overall listing.)

Last Minute News (I love this kind of filler)

A Mighty Fortress #8001 is now full, thanks to Steve D'Alessandro's last-minute registration. The game will start in next month's JIHAD... if you haven't received houserules for A.M.F. within a week of this issue, let me know and I'll ship out a new set.

I'm debating whether or not I'll open a second section of this - a show of interest from possible future players will probably make up my mind for me.

~~1977 IT~~TRENCH WARFARE REVISITED
Alliances Firm~~Fall, 1908~~

Austria (Ron Kelly): f NAP-tyh; f ION s f nap-tyh; a ROM s a tus;
 a TUS s a pie; a PIE s German a mar (ordered to move);
 a VEN s a pie; a TYO-mun; a BOH s Russian a sil;
 a GAL s Russian a sil.

England (Steve Decker): f LVN s German a pru; a STP s f lvn;
 a FIN s a stp; f BAR s a stp; f NWG holds; a BUR s German a mun;
 a bel-RUH; f ENG holds; f LYC s German a mar-pie; f WES-tyh;
 f TUN s f wes-tyh; f TYH-tus; a SPA holds.

Germany (Arturo Guajardo): a BER s a pru; a KIE s a mun; a MUN holds;
 a MAR-pie; a PRU s English f lvn.

Russia (Arnold Trembley): a WAR-lvn; a MOS s a war-lvn; a UKR-war;
 a SIL s Austrian a tyo-mun; f bla-CON; a smy-ARM;
 f AEG s Austrian f ion.

Supply Center Chart

Austria bud tri vie ser ven rom rum smy nap (9) even

England edi lpl lon nwy stp swe den bre bel par spa por tun (13) even

Germany ber kie mun hol mar (5) even

Russia mos war sev ank bul con gre (7) even

Two proposals have been made: one for a concession to Russia, and one for a four-way draw A/E/G/R. Please vote on these proposals with your next orders - note the houserule changes on pages 8 and 9 with regard to abstentions.

(The proposal for concession to Russia is being allowed because the houserules previously in effect for this game do not bar such a proposal. Under the new houserules, this proposal would be blocked.)

Deadline for Spring 1909 orders (no, I won't separate seasons!) is 10:30 p.m. EST on Monday, October 27, 1980. Press follows.

Berlin to Vienna - Your production of "ghost fleets" is understandable, in view of the Russian landing in Smyrna. Does this mean this game is not over yet, or are you two just trading centers hoping for an NMR from the good guys?

Anonymous -

"One ring to rule them all, one ring to find them,
 One ring to bring them all, and in the darkness bind them,
 In the land of Mordor, where the shadows lie." (J.R.R. Tolkien)

Hazel Park to Anonymous - Hail, fellow Tolkien fan! Do you think that you'd be interested in playing a Middle-Earth Dippy variant?

Hazel Park to World (re: above) - Some of the things you do to survive in this racket...

Berlin to Moscow - Unless your brazen occupation of the German province of Silesia is immediately halted, the Imperial Reich will be forced to declare war upon the Russian aggressors.

Hazel Park to Berlin - Whoopie.

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NMR Protection

As an added protection against the vagaries of the U.S. Mail, JIHAD will keep a list of players who have given permission for me to call collect on deadline day if I don't have their orders. Any player may ask to be put on the list - send your phone number with such a request. While I won't guarantee results, I know that this kind of arrangement can save your bacon on occasion.

1978 FK Press (continued from page 3)

reports at his headquarters in Vienna of Russian armies massing in Bohemia and Galicia. Rumors fly through the Italian ranks that they are headed for Vienna. "Where is "Chicken" Cacciatori when you need him," he cries in despair.

Hazel Park to Field Marshal Snafulio - Bet he meets you in Tyrolia,
where you don't need him.

Helgoland to GM - (1) Roy Henricks was supposed to be making one. (2)
If he doesn't have, I will invent...

Paris - The President of the Republic of France was among the thousands that attended a recent candlelight vigil at Notre Dame (no, not the one in South Bend). Prayers were offered up for the Italian General Giovanni "Chicken" Cacciatori and his cub scout commandoes. The President in his remarks said that "the heart of all of France goes out to the cub scouts." He added that he hoped the scouts would not require the prayers of France, but he feared that being in Vienna with General Cacciatori they would. The Bishop in his comments said that he wished to "...remind the cub scouts that they have a moral obligation to make sure that General Cacciatori washes behind his ears."

Sofia - Have looked all around, can't find any Turks. A few bedraggled and hopelessly lost Italians, but no Turks.

Paris to Rome - Thanks for the zoological lesson (pertaining to the species in central Europe). Now tell me - what is that swimming in the Eastern Mediterranean?

Players in 1978 FK should note Alan Dickinson's address change on page 1.

1979 HW

Winter, 1902

I have heard from fewer than one-half of the players in this game in response to the published restart information. This issue of JIHAD is going out to all players of record - Winter 1902 orders are due by 10:30 p.m. EST on Monday, October 27, 1980 (unless you already sent them, of course).

Even if you don't need orders in for this season, please make sure that your sub arrangements are taken care of if you intend to continue playing.

This game will restart with standbys if necessary-next issue.

Zinc Plugs Revisited

INVASION - published by Bruce Schneier, 455 E. 17th St, Brooklyn, NY 11226. This is a brand-new zine whose author confesses some experience in publishing zines, although not Dip zines. He has openings in Diplomacy at present, and talks about opening other stuff later. Give him a shot...subs 3/\$1.00.

BUSHWACKER - published by Fred Davis, 1427 Clairidge Rd, Baltimore, MD 21207. Fred's zine is in its 110th consecutive issue, and is devoted to Diplomacy variants exclusively. (This shouldn't take too many of you by surprise, as Fred is one of the most prolific variant designers in the hobby.) Presently has openings in 1885-II and Small World II-R.

VOLKERWANDERUNG - published by K. Arnett, 1500 Waterway Circle, Chesapeake, VA 23320. If you're seeking game openings, look elsewhere, because this zine's full. However - if it's good hobby-related reading you're looking for, this is the place. I trade for the articles...Subs 10/\$6.00.

Whenever you write for a sample zine, I recommend sending a 15¢ stamp instead of a SASE. Many zines don't fit into envelopes well.

But whatever you do, DON'T forget postage. Publishing seldom breaks even--and every little bit helps.

Contest Corner

Last month's problem drew both a higher-than-average response rate and a lower-than-average percentage of correct answers. Don DelGrande racked up his second win in three months with the correct answer: 74%. He'll be playing Mercator for free...

With the presidential election almost upon us, I can't resist the idea of a politically-oriented contest this month. Therefore, I'm offering each of you the chance to play political forecaster...

Those who wish to enter should predict which candidate will receive the coveted majority of the electoral college - if any - AND predict how many electoral votes each of the three major candidates (Anderson, Carter, Reagan) will get.

The winner will be that person who both 1) predicts the correct winner; and 2) comes closer than any other person who got the same winner to predicting the electoral vote. Your entries are due by Monday, October 27. First prize is, as usual, a free game entry or a two-issue sub extension.

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Out On A Limb Dept.

In my nearly 19 years as a gamer, I've seen an awful lot of change in this hobby - a little bad, the vast majority good. The current "state of the art" in simulation gaming is something I would never have foreseen as little as ten years ago.

Furthermore, I've found that you can find out a lot about a person by what he plays.

I'm going to go "out on a limb" and try to generate a little discussion - primarily as a means of getting to know some of you better. Below I have listed the 12 games which I consider to be the best "conflict simulation" (and the term is used very loosely) games produced in the 1970's. I don't expect most of you to agree - but that's part of the fun of this kind of list. Let's hear your disagreements...

- 1 After The Holocaust (SPI)
- 2 Imperium Romanum (West End)
- 3 Kingmaker (AH)
- 4 Air Force (Battleline)
- 5 Wooden Ships and Iron Men (Battleline)
- 6 Traveller (GDW)
- 7 Terrible Swift Sword (SPI)
- 8 Ogre (Metagaming)
- 9 Victory in the Pacific (AH)
- 10 Squad Leader (AH)
- 11 Cosmic Encounter (Eon)
- 12 Ancient Conquest (Excalibre)

O.K. I'm ducking now...

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Many Thanks to Don DelGrande for suggesting a few possibilities for future Contest Corners. You'll see some of Don's devious stuff in the next few months.

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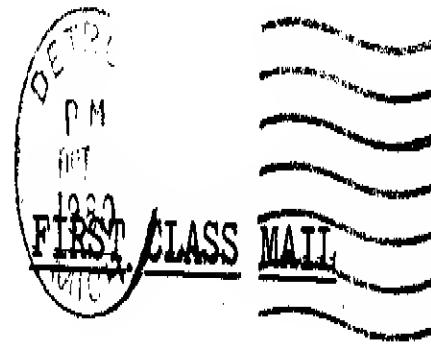
Looking at Next Month

Two feature articles should make it to print in JIHAD #7 - a preview of the role-playing game The Morrow Project (to be released this winter), and a tournament scoring system for Diplomacy which I will be recommending to the DipCon committee for possible adoption (I wish).

At the rate people are signing up for games, some different stuff will almost certainly be starting next month as well - plus the usual mix of mini-reviews/plugs, "hobby news", Contest Corner, games, and editorial commentary that you've come to expect...

Take it easy - and often - or any way you can...

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